

# UX Assignment - 1

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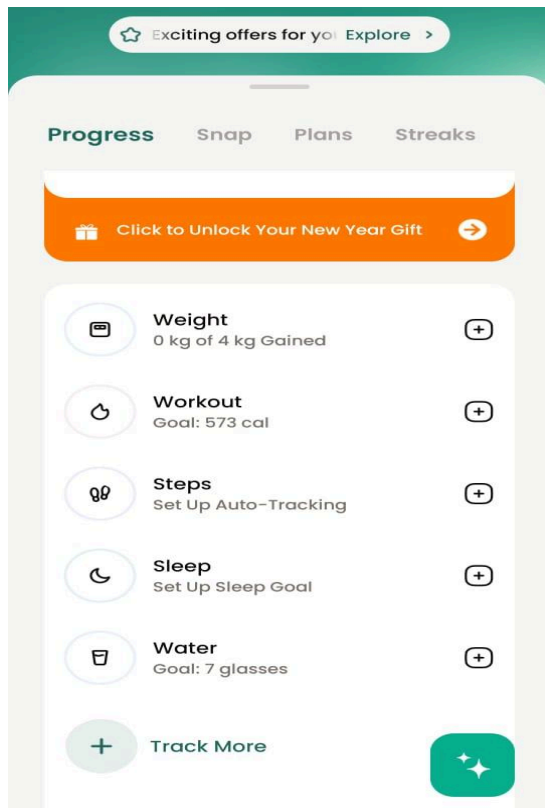
1. Time taken to complete a task
2. Money- fiscal cost of taking an action
3. Physical effort
4. Brain cycle - Level of mental effort required
5. Social deviance - how accepted the behaviour is by others.
6. Non routine

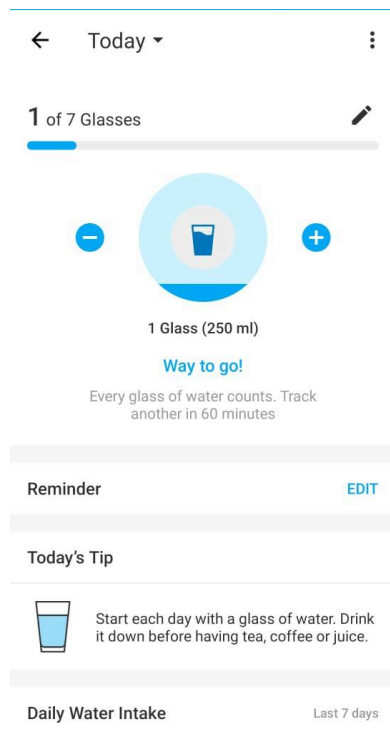
## Application used :

Healthify: (<https://play.google.com/store/apps/details?id=com.healthifyme.basic>)

### 1. Time taken :

Ans : It takes lesser time to manually increase a count of any of the options like that of increasing count of water.

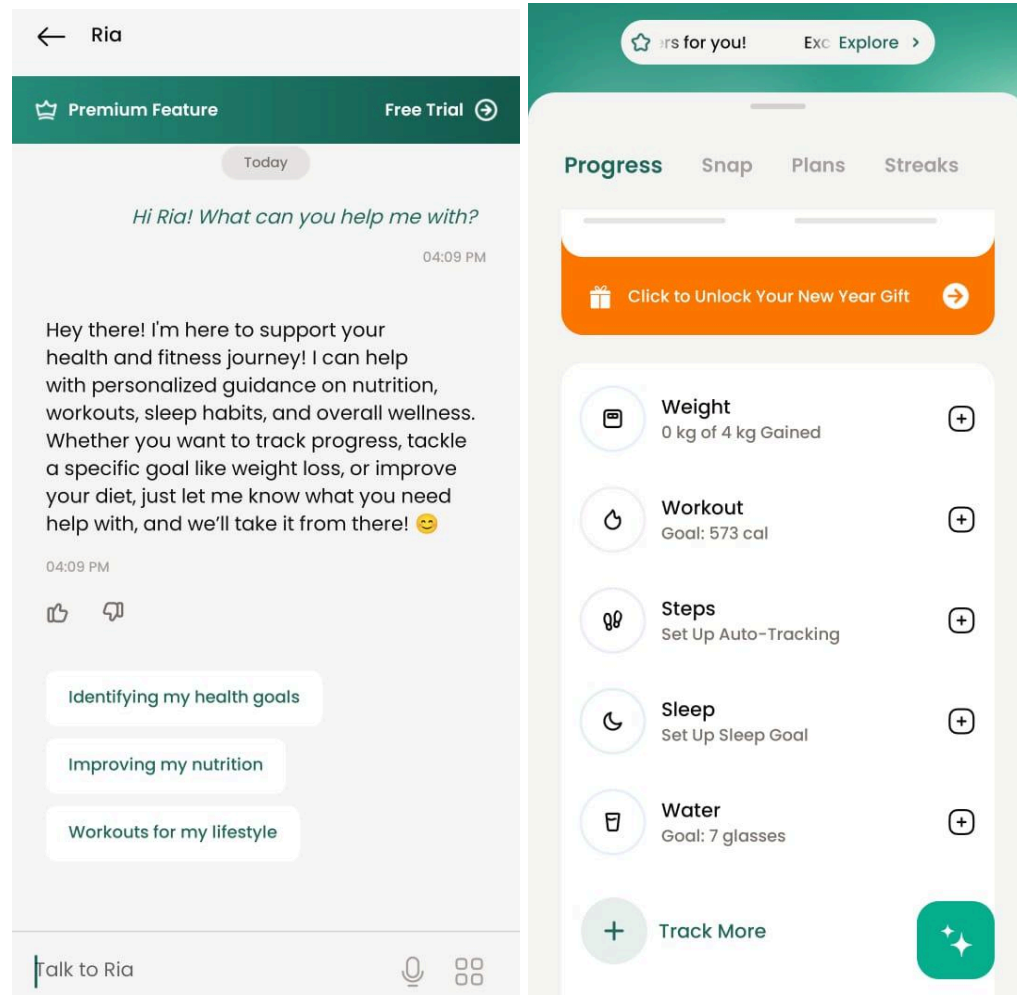




Early-Bird Offer		
In-Trial Price	Post-Trial	
₹3,588 <b>₹1,199/yr</b>	₹3,588	<b>₹2,199/yr</b>
Current Benefits	Healthify+	Post-Trial
Basic Calorie Tracking	✓	✓
Snap & AI Tracking	✓	⊗
Nutrients Tracking	✓	⊗
Nutrition Insights	✓	⊗
AI Coach Ria	✓	⊗
Upgrade Early - Save 66%		

2. **Money** : The provides extensive features like AI coach, Nutrients tracking and more after buying a premium version.

3. **Physical Effort** : The physical effort to increase a count of daily tasks is moderate. One doesn't need more efforts to do the task.  
Like talking to AI coach : Requires only a single click and then one can ask the AI by typing manually or with voice.



4. **Brain cycle** : Steps required to increase a count of daily tasks manually.

Step 1 : Open the sub menu of daily tasks.

Step 2 : Increase the count by clicking on “+” icon.

It doesn't require many steps.

5. **Social deviance** : This app supports privacy and helps the user to attain their daily goal. Long term users feel a bit socially confident using this application.

6. **Non routine** : This app changes our daily routine in a helpful way. This will not disturb the daily routine of the user but instead change in a way that proves useful.